

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A game machine having receiving means for receiving an e-mail and sending means for sending said e-mail, said game machine being connected with a public communication network, comprising;

progress state controlling means for storing and controlling a state of a progress of a story in a game for each player;

player identification means for identifying a player from an origin of said e-mail received through said receiving means;

corresponding word storing means for storing: (i) word information comprising words usable in said e-mail which has sentence contents for instructing a character in said game, and (ii) commands which correspond to said words usable in said e-mail,

for controlling (i) word information which is comprised of two or more words usable by said player as instruction information, and (ii) information as an instruction from said player, which corresponds to each said word,

homepage providing means for producing said word information which corresponds to said command

which is comprised of two or more words of said corresponding word storing means, corresponding to said instruction information in a predetermined homepage as word data sending information so as to form a list, and for confirming said word

information from said homepage through said public communication network and a web server with a terminal equipment of said player;

mail receiving means for receiving said e-mail prepared by said player comprising said words usable in said e-mail, which is shown in said word information, as receiving e-mail through said public communication network;

~~as receiving e-mail through said public communication network, said e-mail having contents of sentences to be prepared by said player for giving an instruction to a character in a game;~~

receiving mail comparing means for dividing said receiving mail by each word, and comparing said contents of said sentence of said receiving mail and said word information ~~which is comprised of two or more words, and~~ which is stored in said corresponding word storing means with each other;

sentence analysis means for analyzing said contents of said sentence of said receiving mail from comparison by said receiving mail comparing means so as to obtain ~~two or more instructions associated with said two or more words usable by said player which are~~ said command which is included in each word in said receiving mail as said instruction information, and totally processing said ~~two or more instructions~~ command so as to obtain said receiving mail as said instruction information;

story processing means for judging said state of said progress of said story corresponding to said player, said player being identified by said player identification means, and for processing a development of said story in said game on the basis of said judged state of said progress and said instruction information;

reply mail preparing means for preparing a mail for sending information in response to said instruction information according to said development of said story processed by said story processing means; and

reply mail processing means for sending said reply mail prepared by said reply mail preparing means to said player identified by said player identification means through said sending means.

2. (Currently Amended) The game machine according to claim 1, ~~wherein said word information which is comprised of two or more words usable by said player as an instruction~~ information is comprised of said words of places, nouns and verbs, and words showing time.

3. (Previously Presented) The game machine according to claim 1, further comprising error judging means for judging that said sentence analysis means is impossible to analyze said contents of said sentence of said receiving mail, and error mail preparing means for preparing an error mail when impossibility of said analysis of said contents of said sentence of said received mail being judged by said error judging means, wherein said reply mail processing means sends said error mail prepared by said error mail preparing means to said player identified by said player identification means through said sending means.

4. (Original) The game machine according to claim 1, further comprising reply time processing means for computing time for sending said reply mail prepared by said reply mail preparing means on the basis of said development of said story processed by said story processing means, and for allowing said reply mail processing means to send said reply mail when it comes said time to send.

5. (Original) The game machine according to claim 1, wherein said reply mail preparing means prepares said reply mail with a predetermined image being attached on the basis of said development of said story processed by said story processing means.

6. (Cancelled)

7. (Currently Amended) The game machine ~~according to claim 4~~ as in any one of claims 1-5, further comprising web processing means for distributing various kinds of information, said web processing means being connected with said public communication network, and ranking computing means for computing ranking of said player in said game on the basis of said state of said progress of said story for each player which is stored in and controlled by said progress state controlling means and ranking information producing means for producing said ranking of said player computed by said ranking computing means as ranking information which can be distributed through said web processing means.

8. (Previously Presented) A method of advancing a game with a plurality of terminal units for sending and receiving an e-mail through a player, said terminal units being connected with a public communication network, and said game machine according to claim 1, comprising;

storing and controlling a state of a progress of a story in said game for each player by said progress state controlling means;

identifying said player by said player identification means by an origin of said received e-mail when receiving said e-mail by said receiving means from one of said terminal units;

comparing and analyzing contents of a sentence of said received e-mail so as to obtain as instruction information by said receiving mail comparing means and said sentence analysis means

judging said state of said progress of said story corresponding to said player which was identified by said player identification means and processing a development of said story in said game on the basis of said judged state of said progress and said instruction information by said story processing means;

preparing a reply mail for sending information in response to said instruction information on the basis of said processing of said development of said story by said reply mail preparing means; and

sending said reply mail prepared by said reply mail preparing means to said

player which was identified by said player identification means by said reply mail processing means through said sending means.

9. (Original) The method of advancing said game according to claim 8, wherein said terminal unit is a mobile phone.

10. (New Claim) A method for advancing the story-line of a game utilizing a plurality of terminal units arranged to send and receive e-mail messages over a public communication network comprising the steps of;

(A) storing and controlling a state of progress of a story-line of said game for each of a plurality of game players in story-line progress controlling means;

(B) identifying a player according to an origin of a received e-mail from said identified player;

(C) comparing and analyzing said received e-mail as to the instructional meaning of the nouns, verbs, and modifiers from their contextual relationship within each sentence so as to obtain instructional information related to advancing said story-line;

(D) judging said advance of said story-line corresponding to each said player and processing a development of said story-line in said game

(E) preparing a reply mail to send information in response to said instruction information on the basis of said processing of said advance of said story-line; and

(F) sending said reply mail to each said identified player.

11. (New Claim) A game machine connected to a public communication network comprising;

means for receiving an e-mail and means for sending an e-mail;

means for storing and controlling a state of the advance of a story-line of a game for each of a plurality of players;

means for identifying a player from an origin of an e-mail received by said means for receiving;

means for identifying, analyzing, and storing (i) the instructional meaning of the nouns, verbs, and modifiers from their contextual relationship within each sentence of said received e-mail so as to obtain instructional information related to advancing said story-line and instructing a character in said game, and (ii) commands which correspond to said words in accordance with their contextual relationship within each sentence;

means for producing said word information which corresponds to said commands of said means for storing in a predetermined homepage so as to form a list;

means for confirming said word information from said homepage through said public communication network and a web server;

means for judging the state of advance of said story-line corresponding to an identified player and means for processing an advancement of said story-line in said game;

means for preparing an e-mail for sending information in response to instruction information according to said advancement of said story-line; and

means for sending a reply e-mail to said identified player.